

# **D&D** **PATH OF THE SWORDFORGED**

**HOME BREW**



A Barbarian subclass for 5e  
and the Warforged of Faerûn

Images: Dall-E 3

## PATH OF THE SWORDFORGED

The Swordforged is a Barbarian subclass available only to characters of the Warforged species. These are a very specific breed of Warforged designed for frontline combat. They are made to take damage, deal damage rapidly and in great amounts, and to attract the attention of the enemy at the frontline to allow other support personnel the opportunity to do what they need to do without interruption.

From the design table to the battlefield, a Swordforged is built to wreak havoc on an enemy's frontline. Their most important design aspect targeting this functionality is the use of the *Scripp's V26-B* battery pack, a controversial and, by most measures, unstable power source.

### THE SCRIPP'S V-26B

The *Scripp's V26-B* is of Human design, which makes it controversial enough, but Zergin Scripp was also a member of the cabal of Artificers who created the initial run of Warforged in Faerûn. He was the only survivor of the ensuing catastrophe, the "Meltdown," and died some 75 years ago.

The battery has changed much in the interim, but its purpose is still the same. The *Scripp's V26-B* is meant to store energy and mana in all moments of low stress and low activity, to be used in bursts. It's these bursts that are the dangerous element of the battery's design, still, as much as our Artificers have tried to fix that fault.

It's unconscionable that, 75 years after the man's death, our best have not been able to fix the design. They've made it last longer on a charge, charge more quickly, it's more durable, and more powerful, but the burst still has a tendency to go awry. That's why its implementation has been reserved for use in the Swordforged, who are limited-run entities.

At least the failure rate is lower than it was in the past. Initially, perhaps 1 in 10 units would explode upon activation of the burst. Now, it's more like 1 in 100, and the results aren't quite so devastating. The damaged units actually have a solid chance of recovery these days.

### BURST GLITCH

Whenever you use your burst for any purpose, you must roll percentile dice. On a roll of 01, your battery explodes, dealing 6d6 radiant damage to you and anyone within 10 feet of you. Any creature in the vicinity, other than yourself, takes half damage on a DC 17 Constitution saving throw.

### BONUS PROFICIENCIES

You are proficient with the Charisma (Intimidation) skill. This proficiency becomes expertise at 10th level. You also have proficiency with Tinker's Tools and can use them once per short or long rest to heal 1d4 + your Constitution modifier + your Proficiency Bonus of damage you've taken. The die in this equation becomes a d6 at 6th level, a d8 at 10th level, and a d10 at 14th level. You can perform this ability twice per short or long rest starting at 10th level.

### QUICKENED PACE

The *Scripp's V-26B* battery gives you an additional 5 feet of movement speed, making your base walking speed 35.

### LIMITED GREAT WEAPON MASTER FEAT

The Swordforged are programmed from assembly to use the greatsword as their primary weapon. At 3rd level, this training translates into a limited version of the Great Weapon Master feat only applicable to the use of a greatsword. If you want to have this feat for any other weapons, you must take the regular version of the feat as an ASI.

### OVERLOAD

Starting when you choose this path at 3rd level, you can go into an overload burst mode when you rage. If you do so, for the duration of your rage, you can make a single melee weapon attack as a bonus action on each of your turns after this one. When your rage ends, you suffer one level of exhaustion.

### TACTICAL BURST

Starting at 6th level, 3 times per short rest and as a bonus action, you can emit a burst of energy directed at an opponent up to 30 feet away that reflects back weaknesses in their defenses. As long as this enemy is living, you attack it with a +1 bonus to hit, and you deal an additional 1d6 slashing damage on a successful strike. At 14th level, this becomes a +2 to hit and 2d6 slashing damage.

### THERMAL BURST

Starting at 10th level, 3 times per short rest, as a bonus action, your burst can be used to transmit thermal energy to your sword, causing it to do an additional 1d6 fire damage + your Constitution modifier for 1 minute.

### MELTDOWN

Starting at 14th level and once per long rest, as an action, you can use your burst to create a limited version of the *Sunburst* spell with your location as its epicenter. The radius of the Meltdown is 60 feet. Any within the radius must make a DC 17 Constitution saving throw or take 10d6 radiant damage and be blinded for 1 minute. On a successful save, a creature takes half damage and isn't blinded.

Undead and oozes have disadvantage on this saving throw.

A creature blinded by the Meltdown makes another Constitution saving throw at the end of each of its turns. On a successful save, it is no longer blinded.



## IMAGE AND WRITING CREDITS

All images were created with the use of Dall-E 3 AI text-to-image generator from OpenAI. All text created by Homebrew Heathen except for description of Overload condition which has parts taken verbatim from the Berserker Barbarian's Frenzy condition in *D&D Player's Handbook* p. 49, Wizards of the Coast, 2014, and under the Meltdown condition, description of Sunburst spell parts taken verbatim from *D&D Player's Handbook* p. 279, Wizards of the Coast, 2014.



u/True\_Industry4634

Image: Dall-E 3



Image: Dall-E 3